



FIG. 1

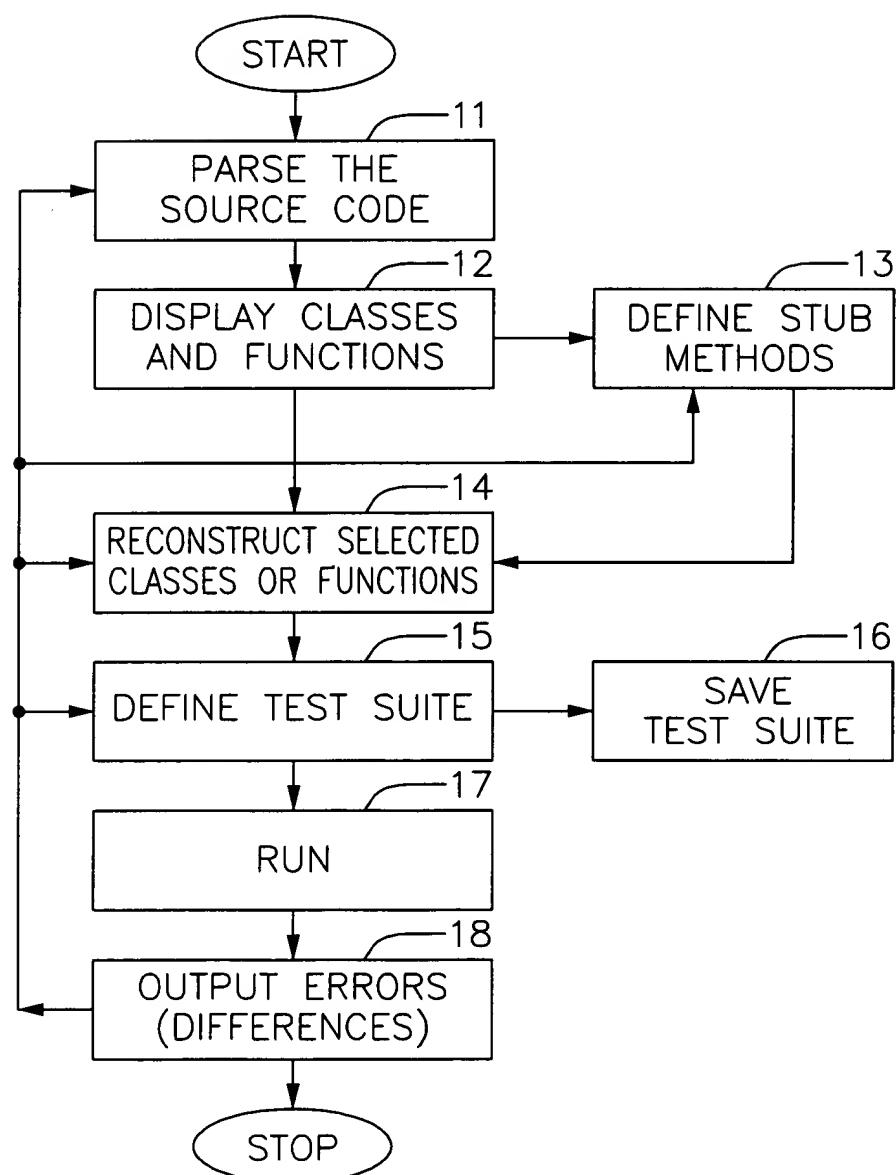


FIG.2

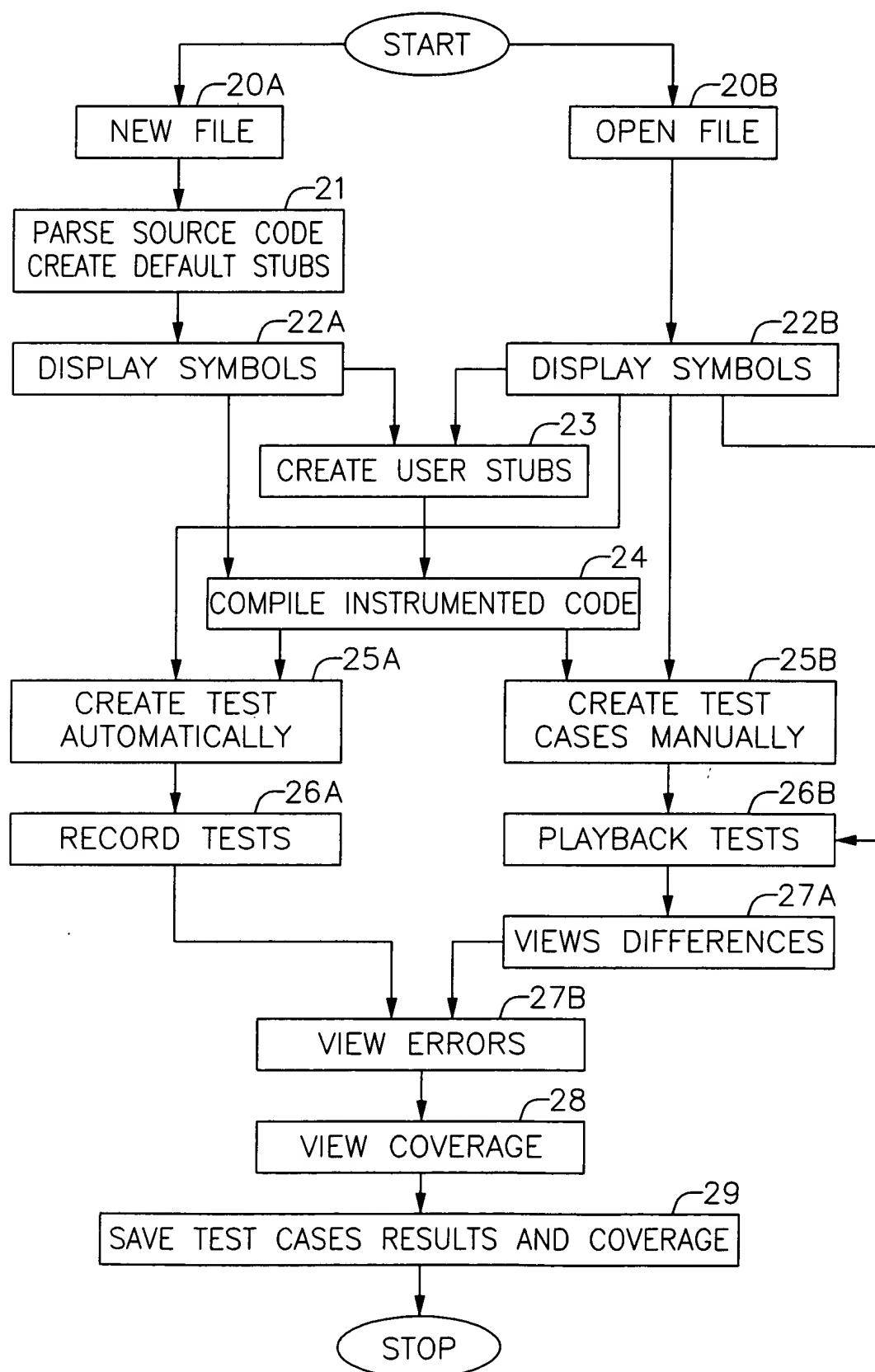
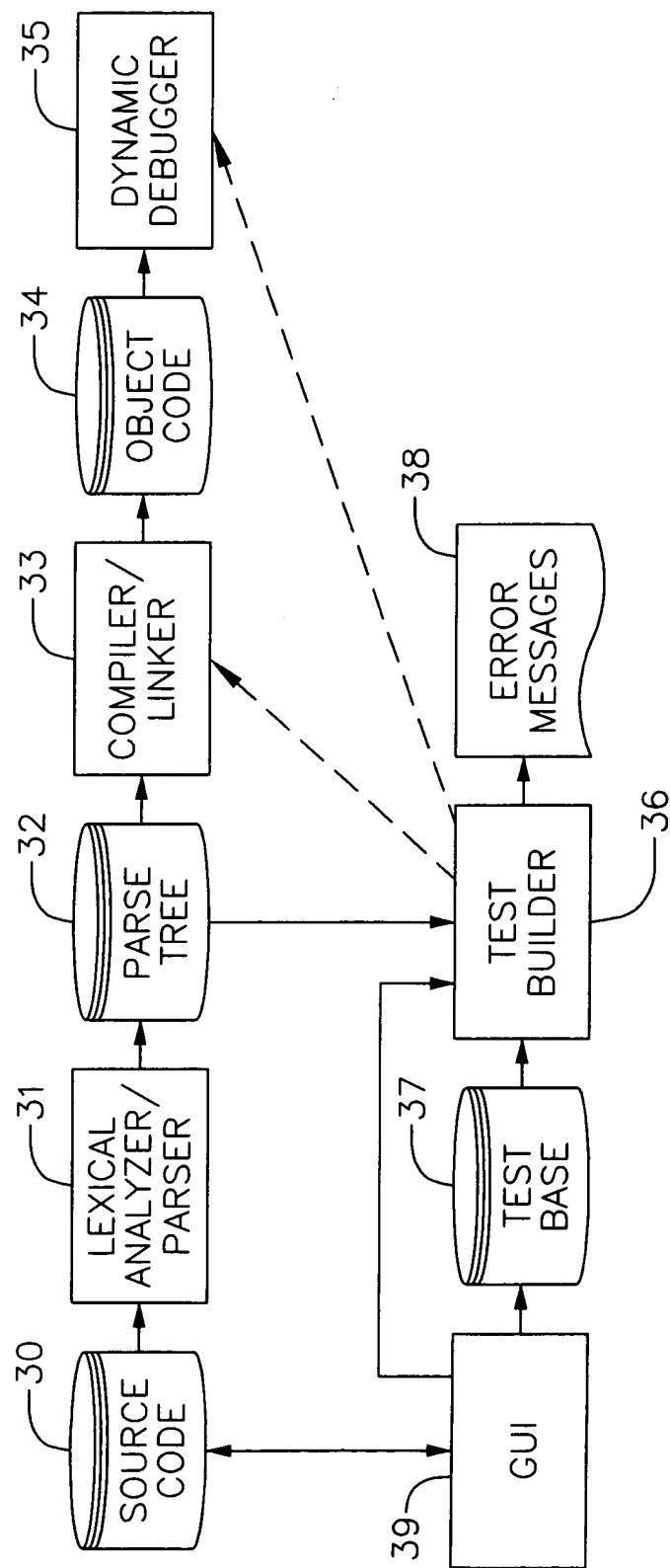


FIG. 3



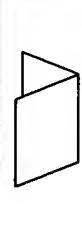
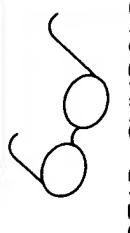
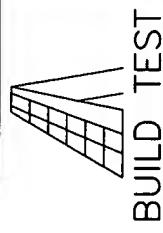
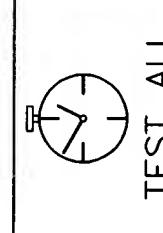
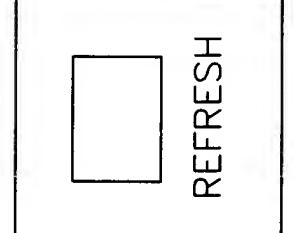
BUTTON	NAME	ACTION
	OPEN FILE(S) OPEN FILE(S)	OPENS A FILE CHOOSEN FROM WHICH YOU CAN SELECT ONE OR MORE FILES. OPENED FILES WILL BE DISPLAYED IN THE FILE LIST.
	READ SYMBOLS READ SYMBOLS	PARSES THE SELECTED FILE AND REPRESENTS ITS SYMBOLS IN THE SYMBOL TREE.
	BUILD TEST BUILD TEST	PARSES THE CURRENT FILE, READS ITS SYMBOLS, INSTRUMENTS IT IF NECESSARY, THEN COMPILES AND LINKS IT.
	TEST ALL TEST ALL	BUILDS AND TESTS ALL FILES CURRENTLY IN THE FILE LIST.
	REFRESH REFRESH	RECREATES YOUR SYMBOL TREE FROM ITS CURRENT SYMBOL REPOSITORY, CLOSES ALL EXPANDED NODES, AND DESELECTS THE CURRENTLY SELECTED NODE. IF THE FILE IS CLOSED, IT WILL CLEAR THE SYMBOL TREE AND OTHER TABS.

FIG. 4

FIG. 5

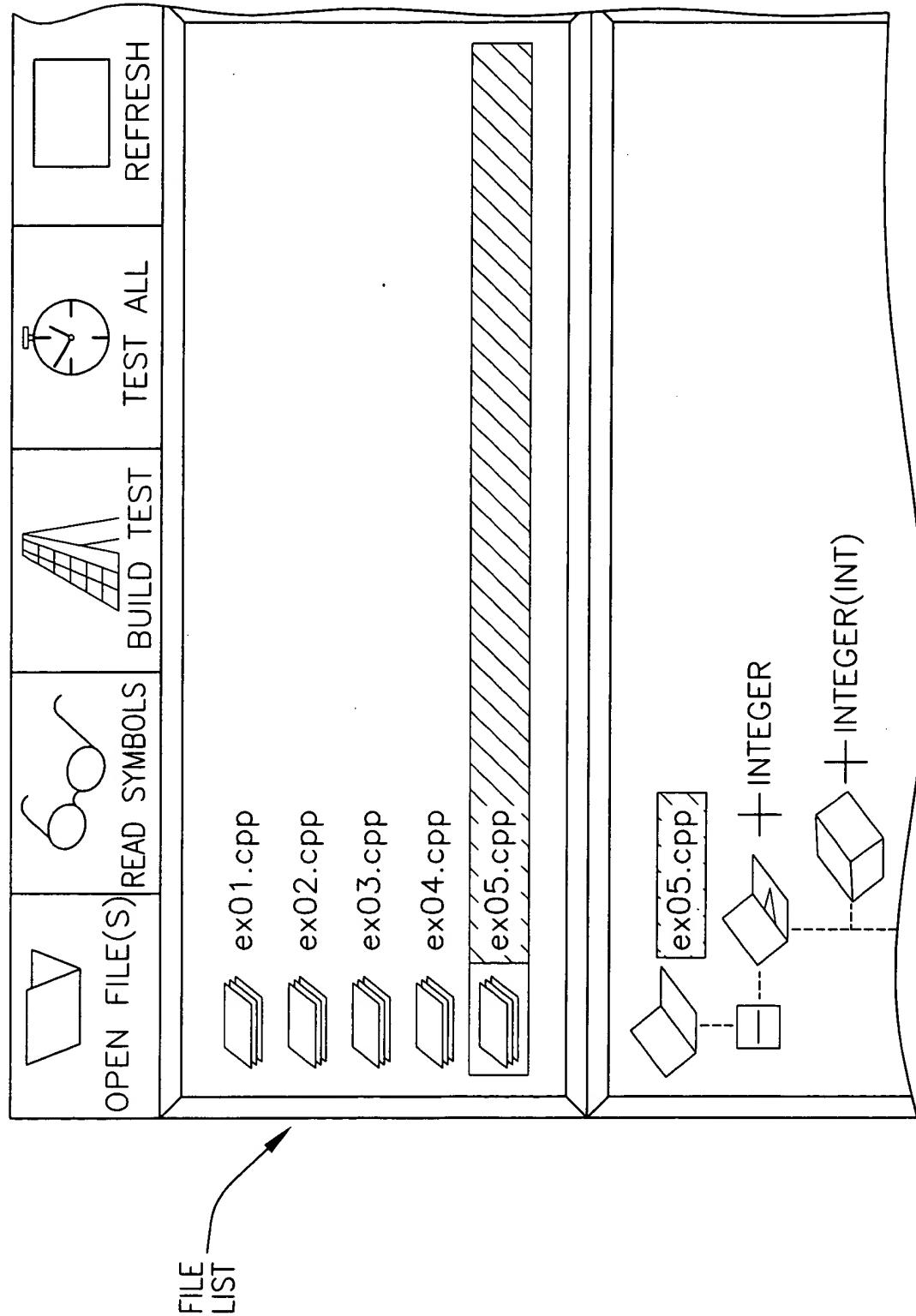


FIG. 6

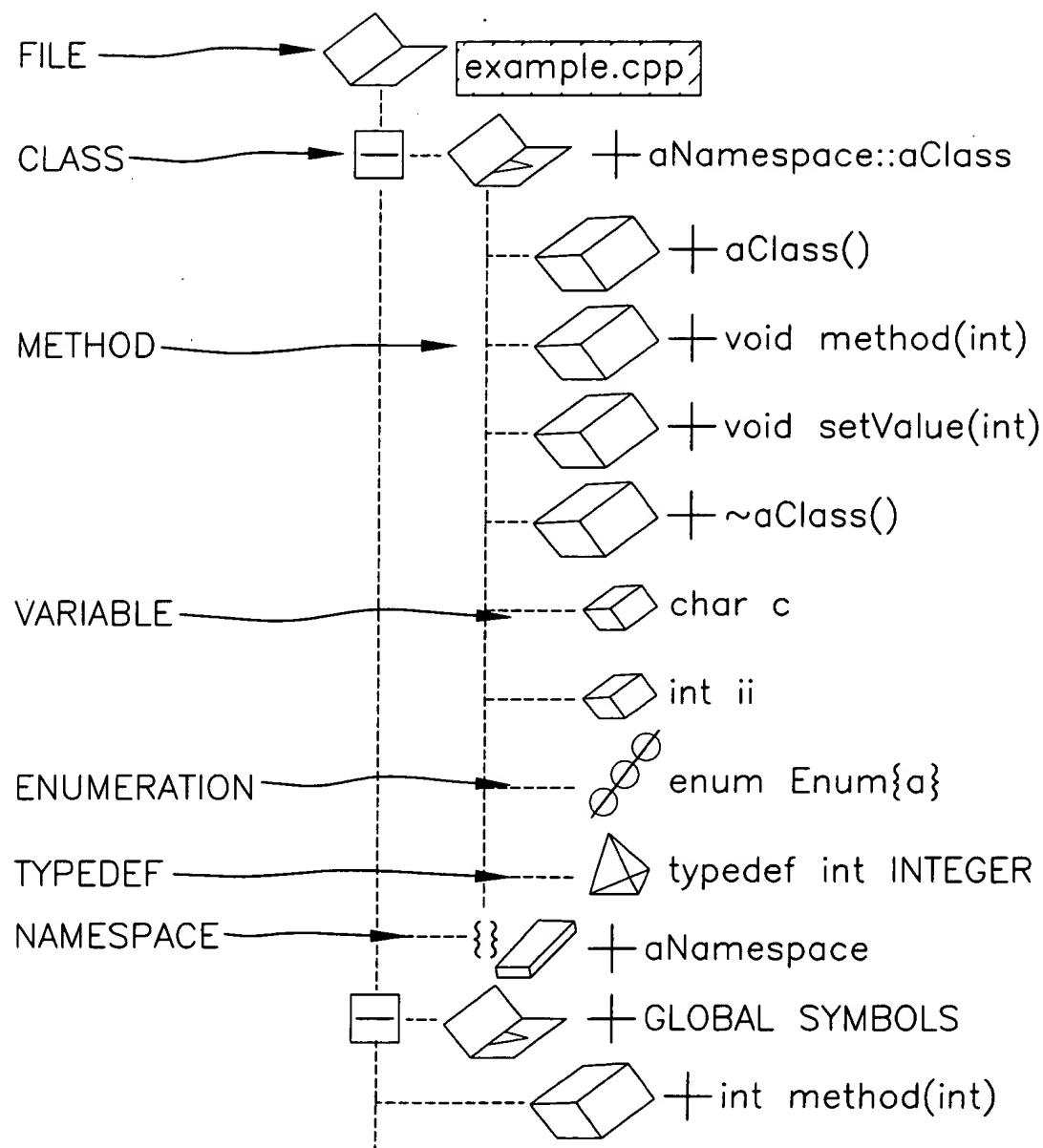


FIG. 7A

SOURCE CODE	TEST PROGRESS	RESULTS	TEST CASE EDITOR	STUB TABLES	SUPPRESSIONS	
FILE: C:\cppptest\examples\ex05.cpp						
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	7	7
8	8	8	8	8	8	8
9	9	9	9	9	9	9
10	10	10	10	10	10	10
11	11	11	11	11	11	11
12	12	12	12	12	12	12
13	13	13	13	13	13	13
14	14	14	14	14	14	14
15	15	15	15	15	15	15
16	16	16	16	16	16	16
17	17	17	17	17	17	17

```
1 // This example illustrates how to test class methods
2 // and functions which have class as a parameter
3
4 class Integer
5 {
6     public:
7     Integer(int i) : _i(i) {}
8     void setInt(int i) { _i = i; }
9     int getInt() { return _i; }
10    private:
11    int _i;
12}
13
14 int getInt(Integer l)
15 {
16     return l.getInt();
17 }
```

FIG. 7B

FIG. 7C

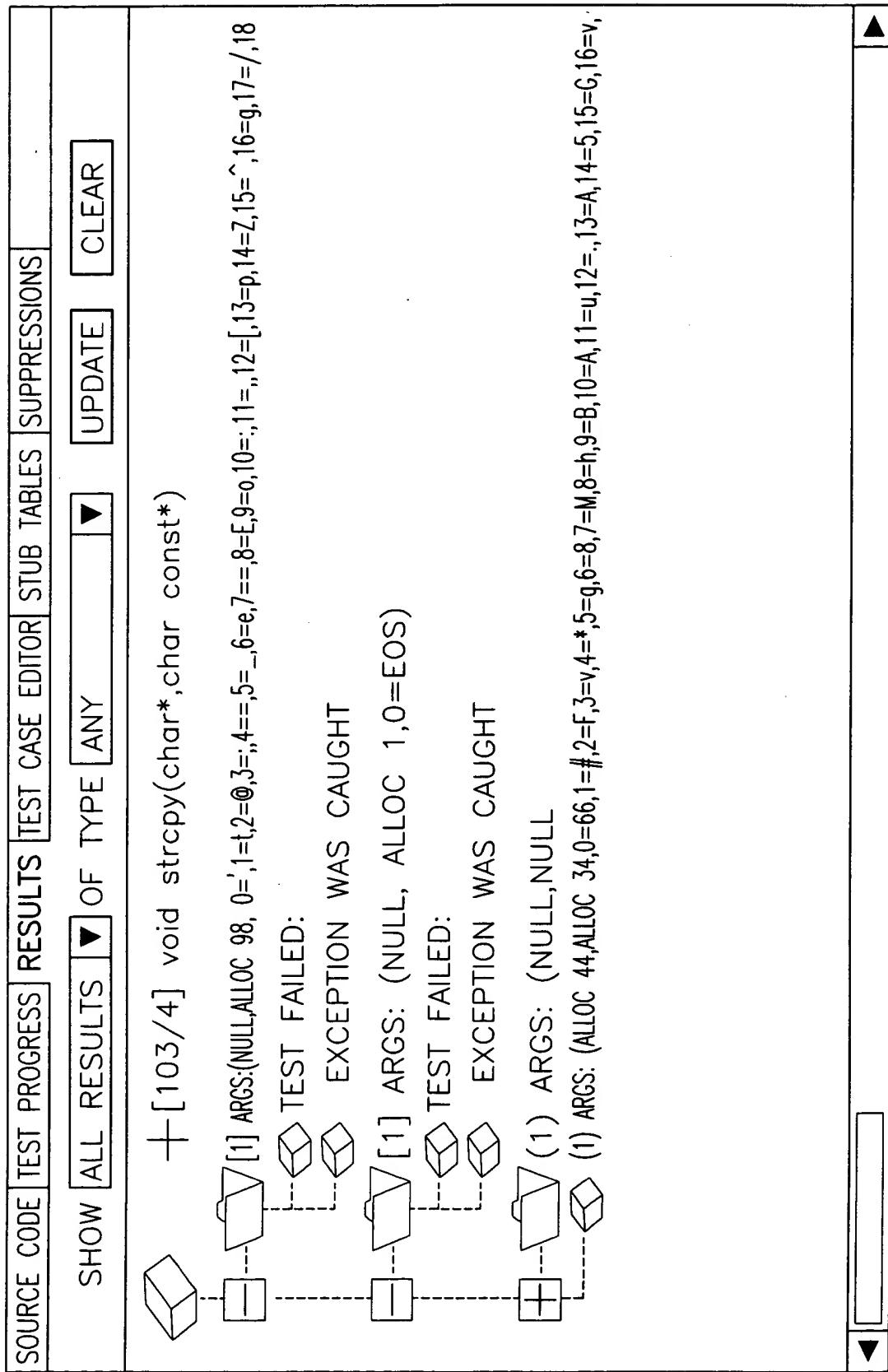


FIG. 7D

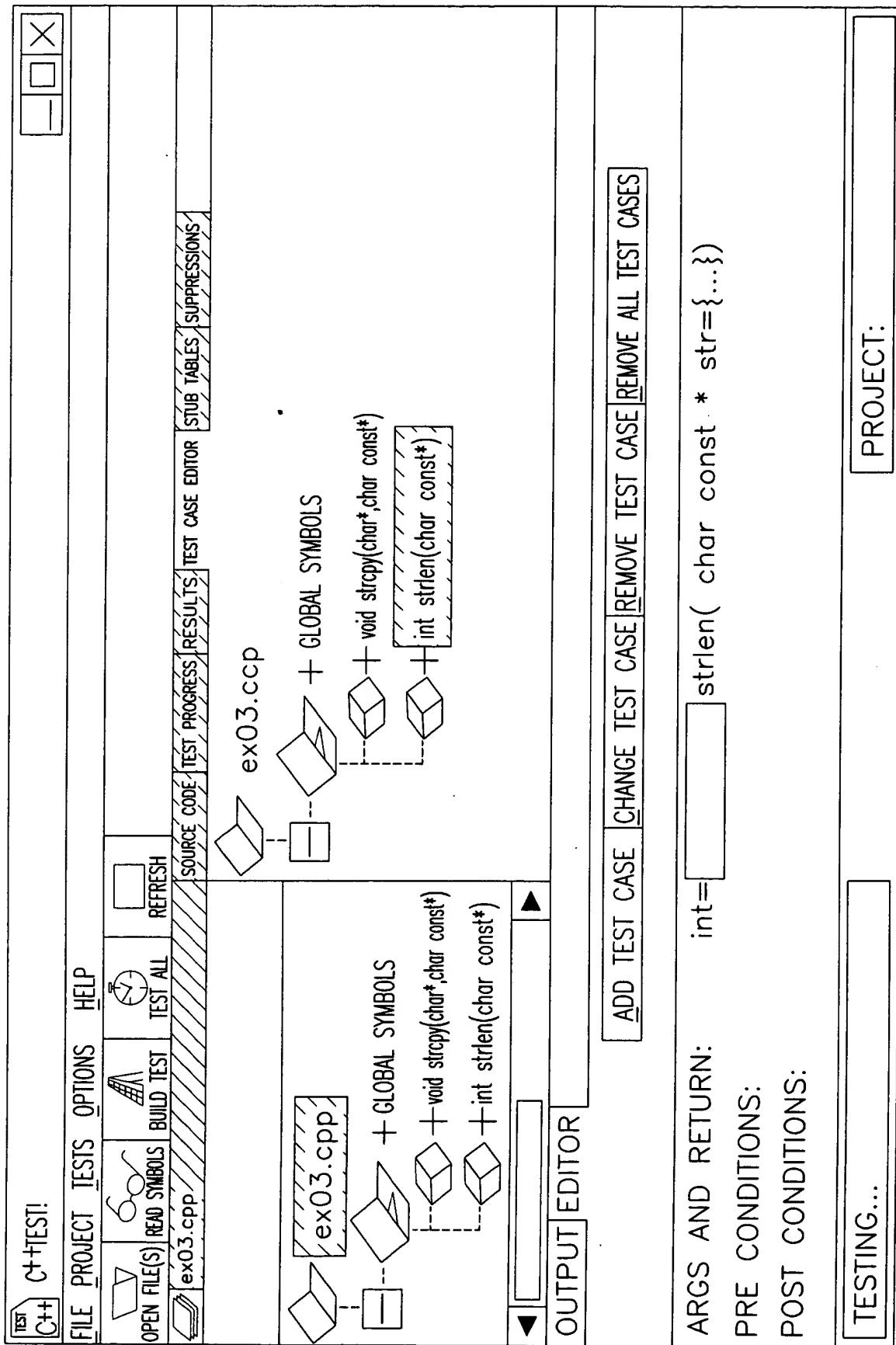


FIG. 7E

SOURCE	CODE	TEST	PROGRESS	RESULTS	TEST CASE	EDITOR	STUB TABLES	SUPPRESSIONS	
	FUNCTION						STUB	TYPE	
void	bubble_sort1(int*, int)				ORIGINAL	FUNCTION			
void	bubble_sort2(int*, int)				C++TEST	GENERATED			
void	simple_insertion_sort1(int*, int)				C++TEST	GENERATED			
void	simple_insertion_sort2(int*, int)				USER	DEFINED			
void	sort (int*, int)				ORIGINAL	FUNCTION			
					C++TEST	GENERATED			
					ORIGINAL	FUNCTION			

FIG. 7F

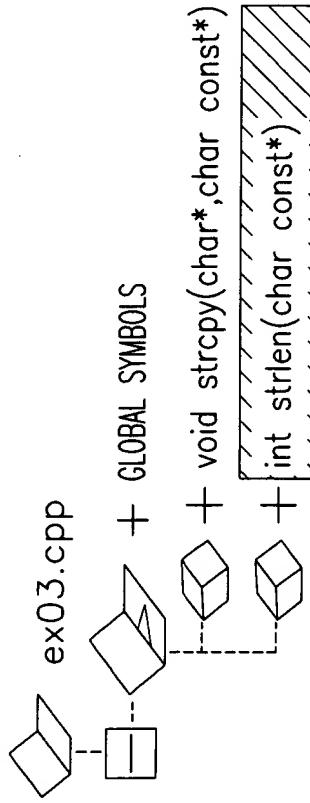
SOURCE CODE	TEST PROGRESS	RESULTS	TEST CASE EDITOR	STUB TABLES	SUPPRESSIONS	
<input type="button" value="UNSUPPRESS ALL"/> <input type="button" value="SUPPRESS ALL"/> <input type="button" value="SAVE"/> <input type="button" value="SUPPRESSIONS"/>						
 <p>ex03.cpp</p> <p>+ GLOBAL SYMBOLS</p> <p>+ void strcpy(char*,char const*)</p> <p>+ int strlen(char const*)</p>						
SUPPRESSIONS FILE: <input type="text" value="C:\cpp\test\C++TestProj\cynthia\suppressions cpt"/>						<input type="button" value="BROWSE"/>

FIG. 7G

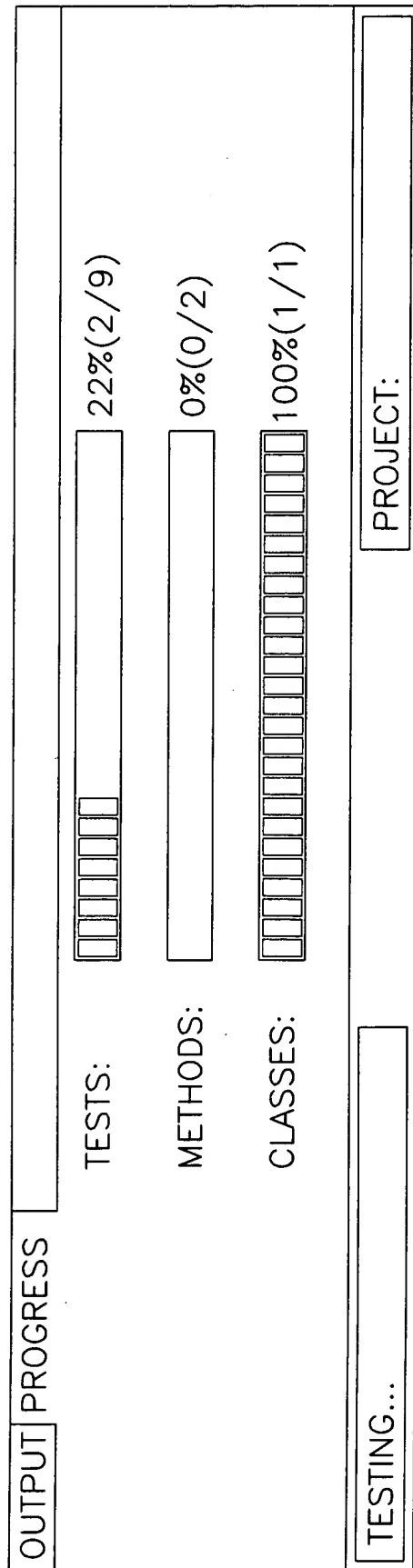


FIG. 7H

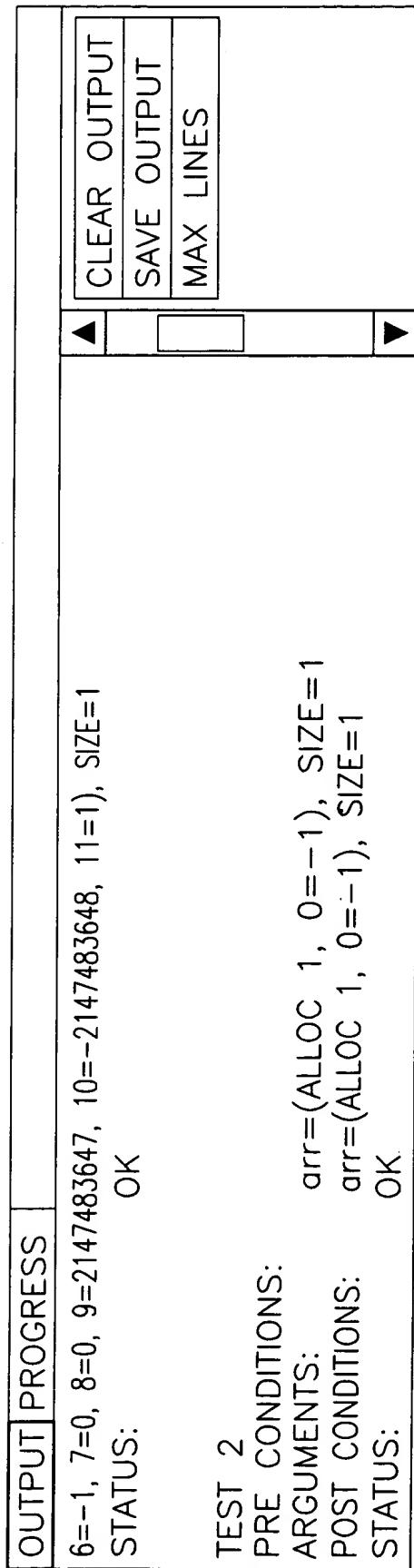
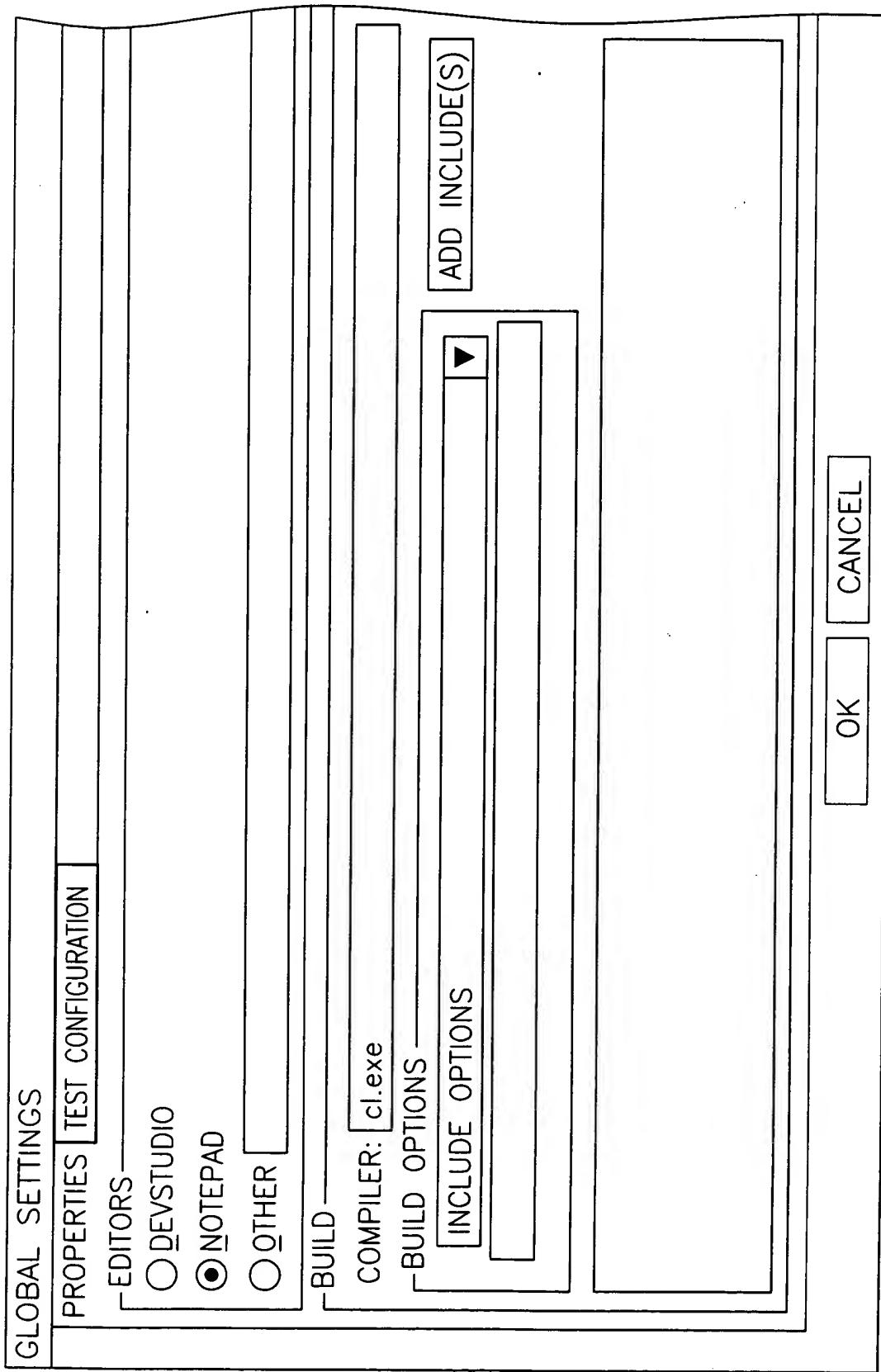


FIG. 71

OUTPUT	EDITOR	

FIG. 7J



CHOOSE SUBDIRECTORIES
IN THE LEFT PANEL

FIG. 8

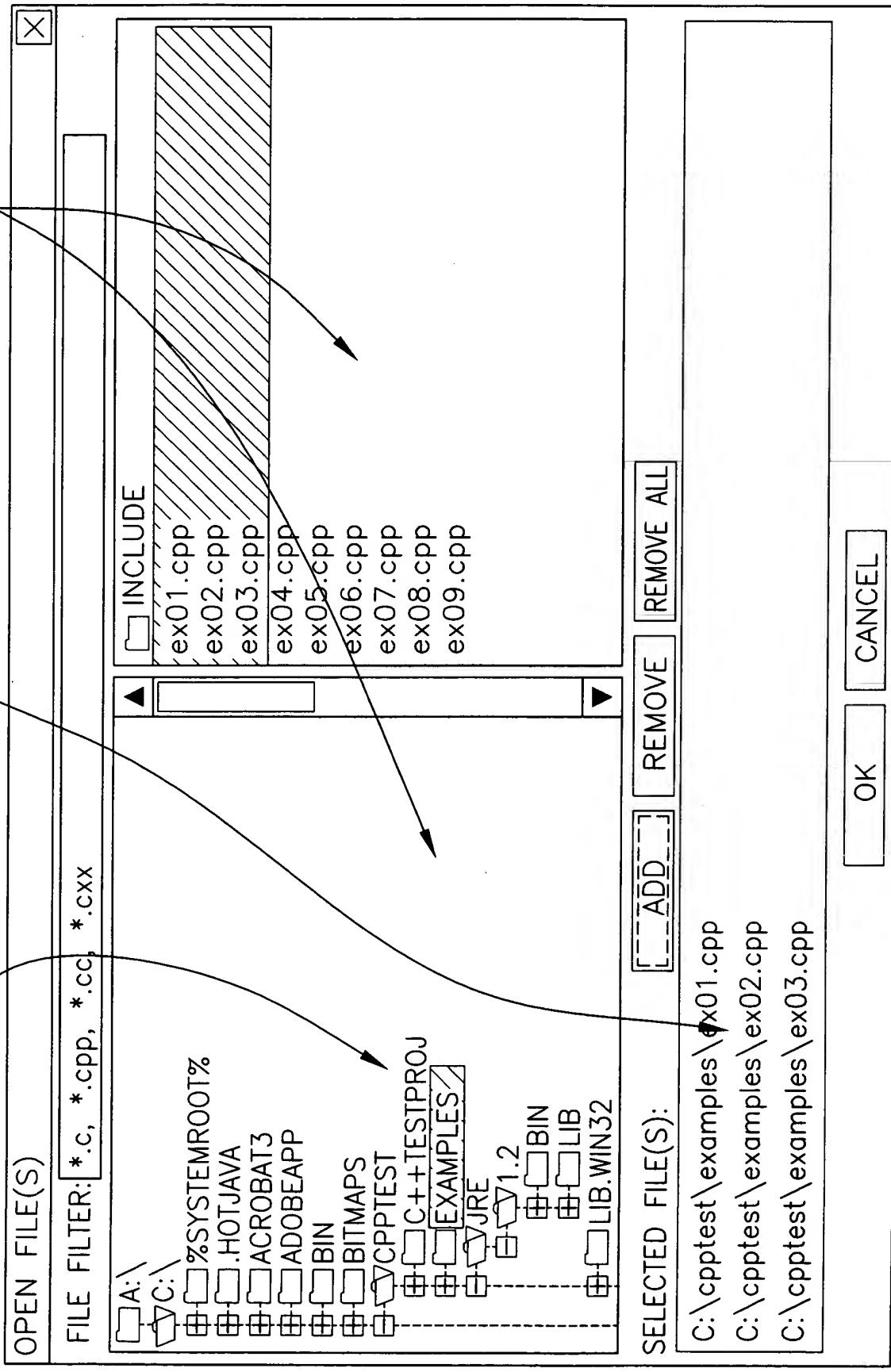


FIG. 9

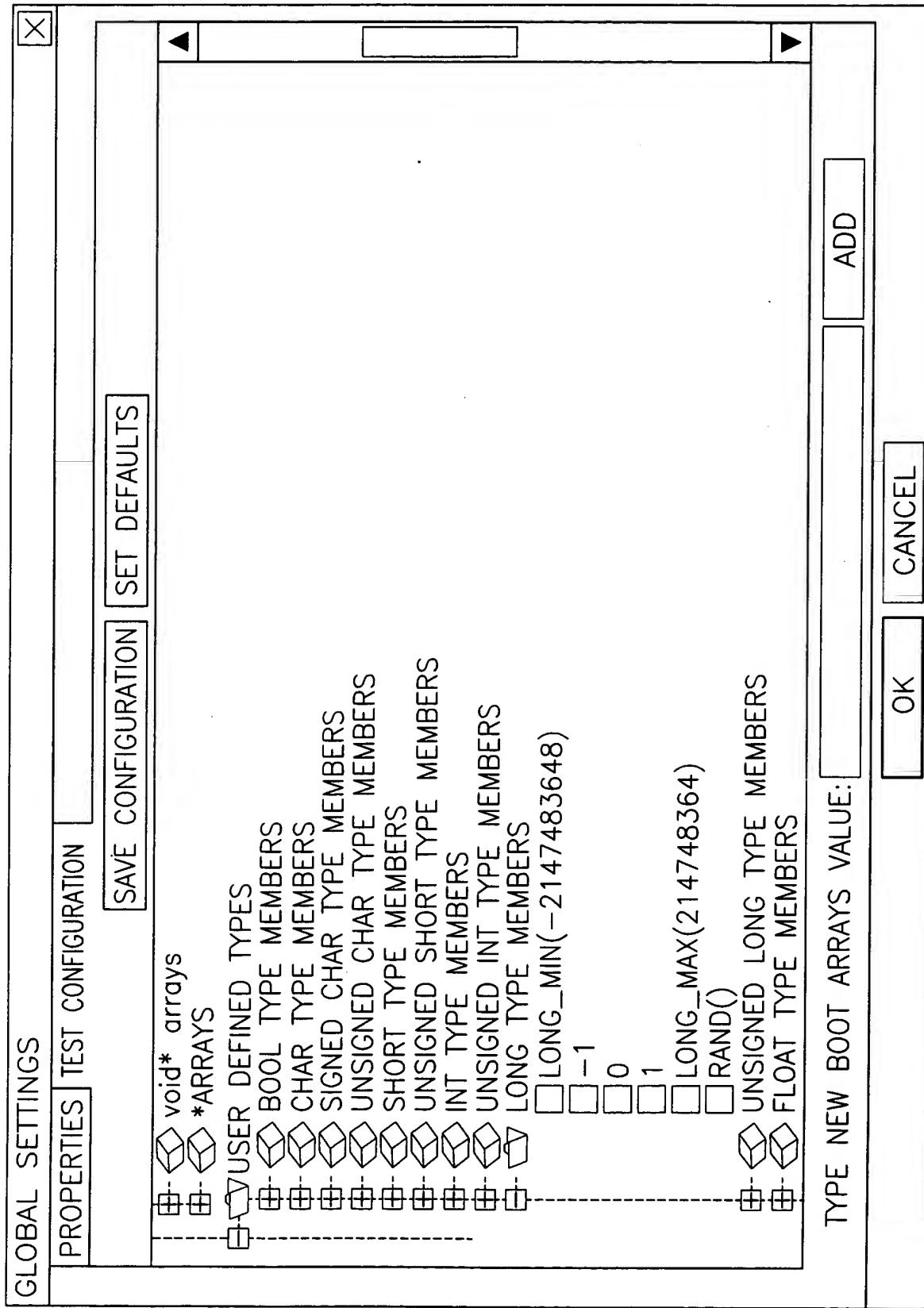


FIG. 10A

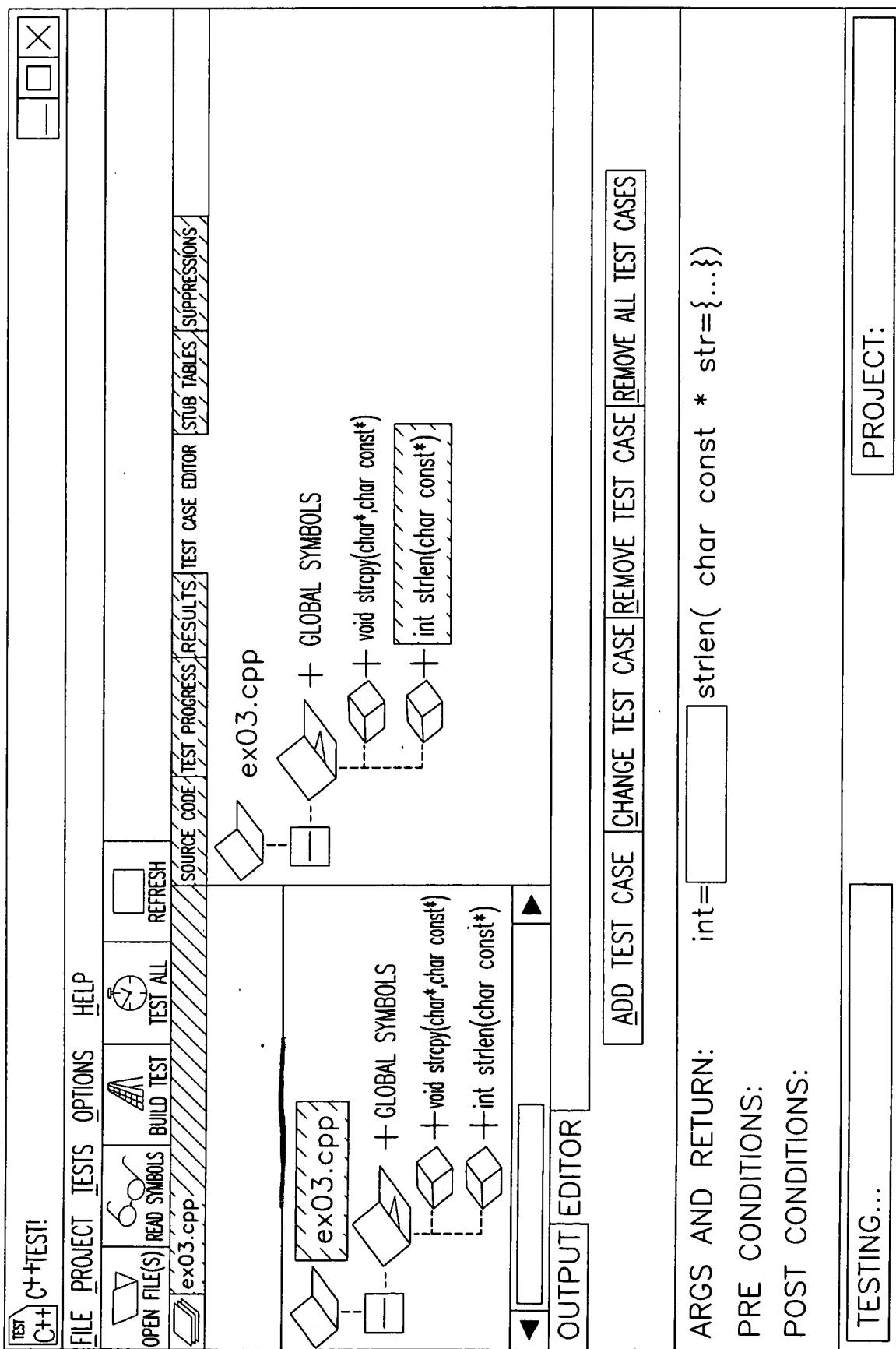


FIG. 10B

OUTPUT	EDITOR				
		<input type="button" value="ADD TEST CASE"/>	<input type="button" value="CHANGE TEST CASE"/>	<input type="button" value="REMOVE TEST CASE"/>	<input type="button" value="REMOVE ALL TEST CASES"/>
INSERT VALUE:		<input type="button" value="INT_MIN"/>	<input type="button" value="-1"/>	<input type="button" value="0"/>	<input type="button" value="1"/>
				<input type="button" value="INT_MAX"/>	<input type="button" value="rand()"/>
					<input type="button" value="strlen(char const * str= {...})"/>
ARGS AND RETURN:	int=				
PRE CONDITIONS:					
POST CONDITIONS:					

FIG. 10C

<input type="checkbox"/> X			
 OBJECT	 VIEW	 TREE	EDITOR
OBJECT NAME: str	OBJECT TYPE: char	const*	
<input type="checkbox"/> str(char const*)			
INSERT VALUE FOR FIELD: <input type="text"/>			
<input type="button" value="OK"/>		<input type="button" value="CANCEL"/>	
<input type="button" value="SET"/>			

FIG. 11

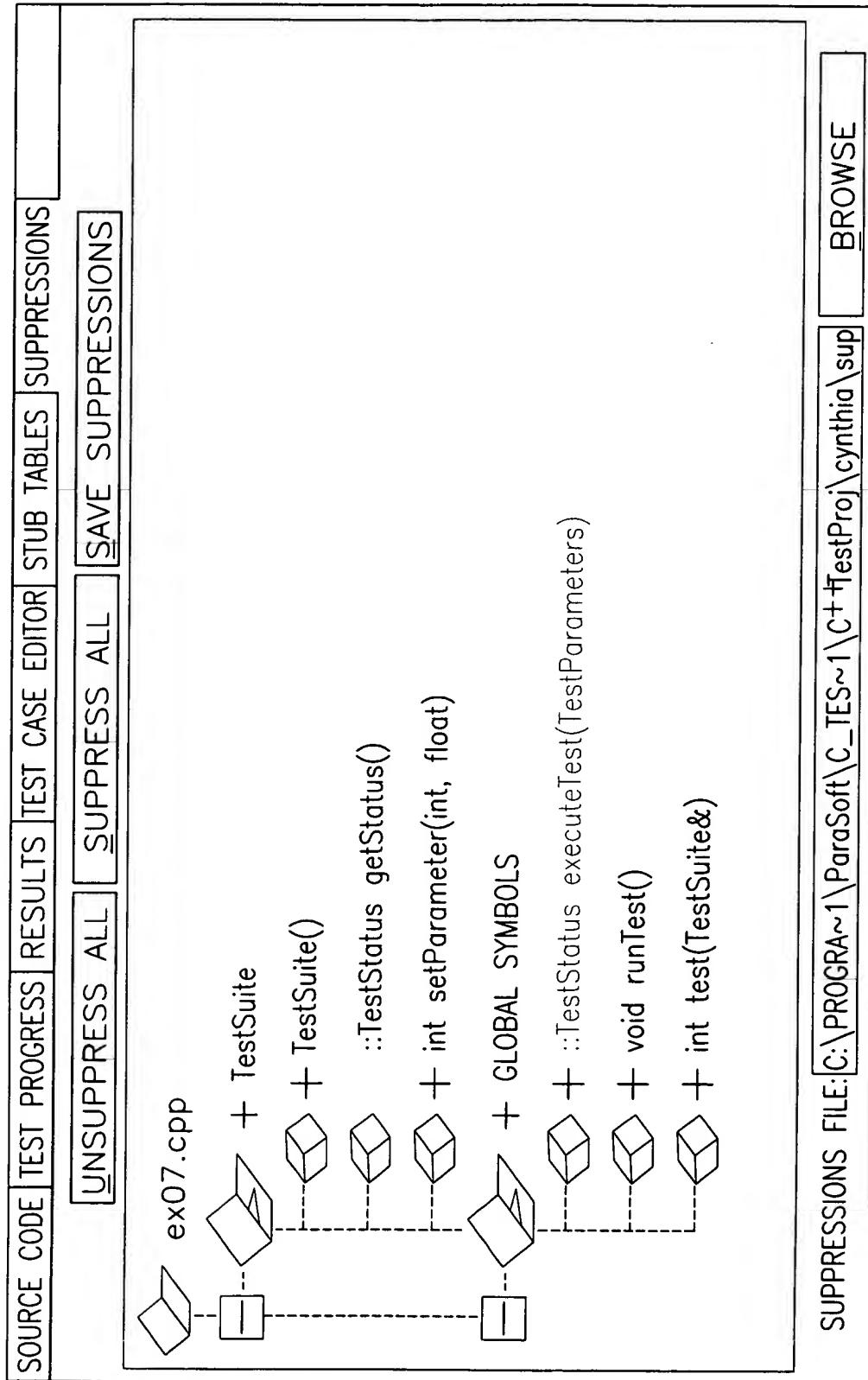


FIG. 12A

LINE THAT WAS
ALREADY COVERED

C++ COVERAGE FOR VOID BUBBLE SORT2(int*,int)

FILE: E:\home\centaur\sergey\dv\modtest\examples\ex04.cpp

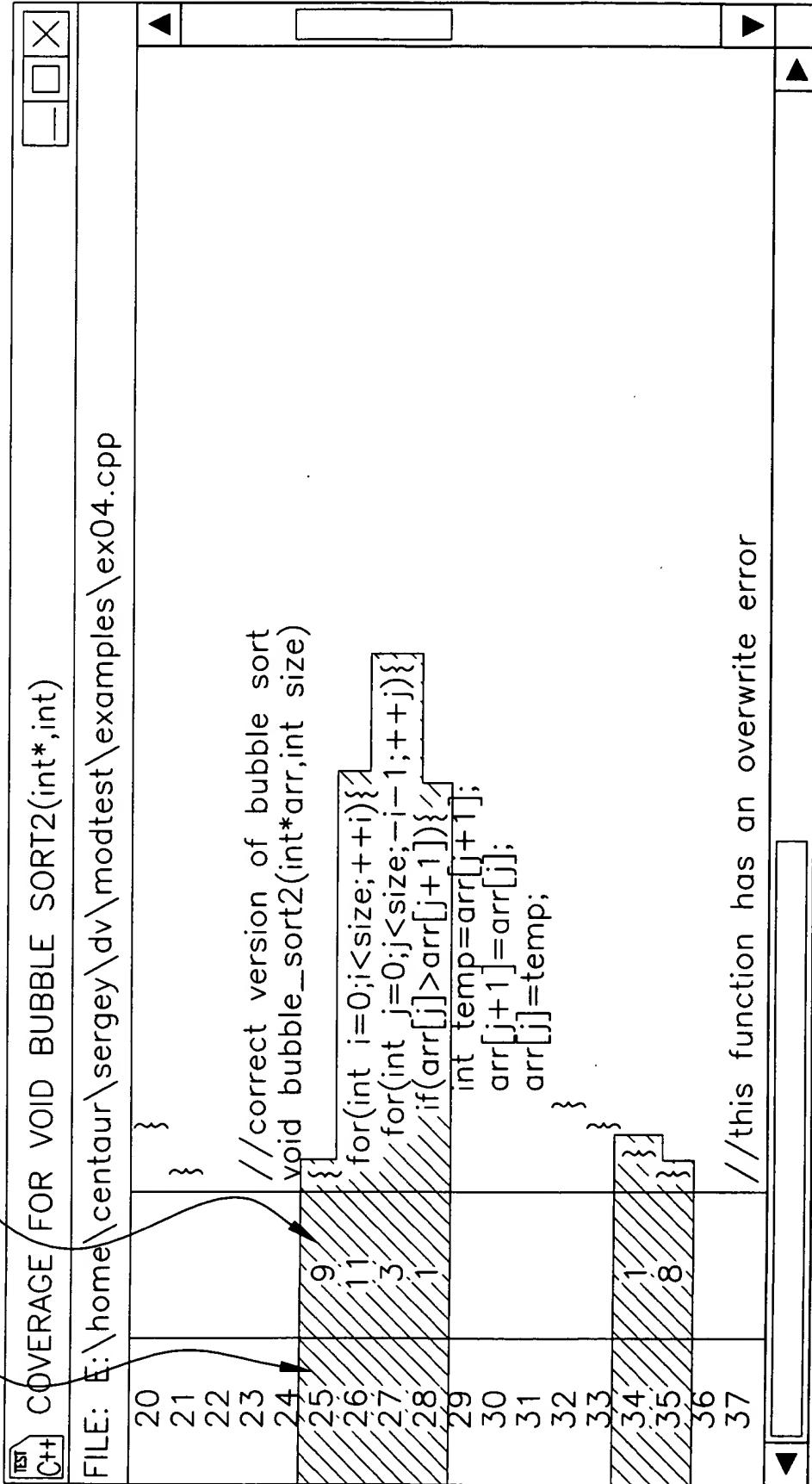
```
20
21
22
23
24 //correct version of bubble sort
25 void bubble_sort2(int*arr,int size)
26 {
27     for(int i=0;i<size;++i){
28         for(int j=0;j<size;-1 ;++j){
29             if(arr[j]>arr[j+1]){
30                 int temp=arr[j+1];
31                 arr[j+1]=arr[j];
32                 arr[j]=temp;
33             }
34         }
35     }
36 //this function has an overwrite error
37 }
```

LINE CURRENTLY
BEING EXECUTED

LINE THAT WAS
ALREADY COVERED

NUMBER OF TIMES
LINE WAS EXECUTED

FIG. 12B



FILE: E:\home\centaur\sergey\dv\modtest\examples\ex04.cpp

C++ COVERAGE FOR VOID BUBBLE SORT2(int*,int)

```
20
21
22
23
24 //correct version of bubble sort
25 void bubble_sort2(int*arr,int size)
26     for(int i=0;i<size; i++)
27         for(int j=0;j<size-1-i;j++)
28             if(arr[j]>arr[j+1])
29                 int temp=arr[i+1];
30                 arr[i+1]=arr[j];
31                 arr[j]=temp;
32
33
34
35
36
37 //this function has an overwrite error
```

FIG. 13

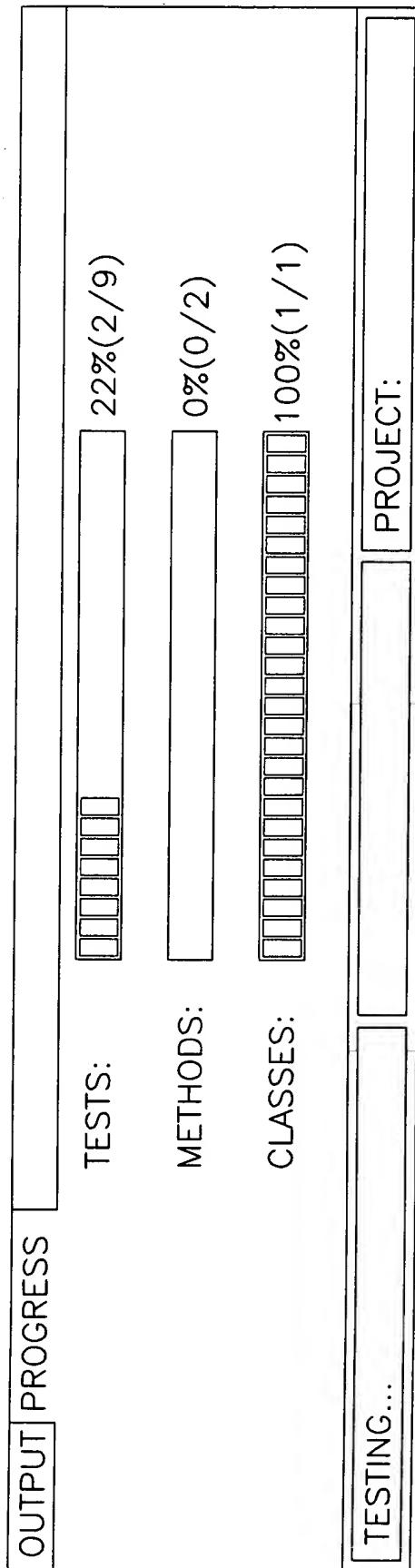


FIG. 14A

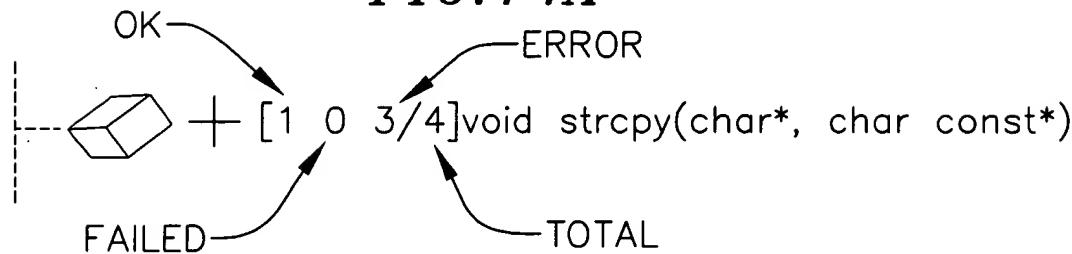


FIG. 14B

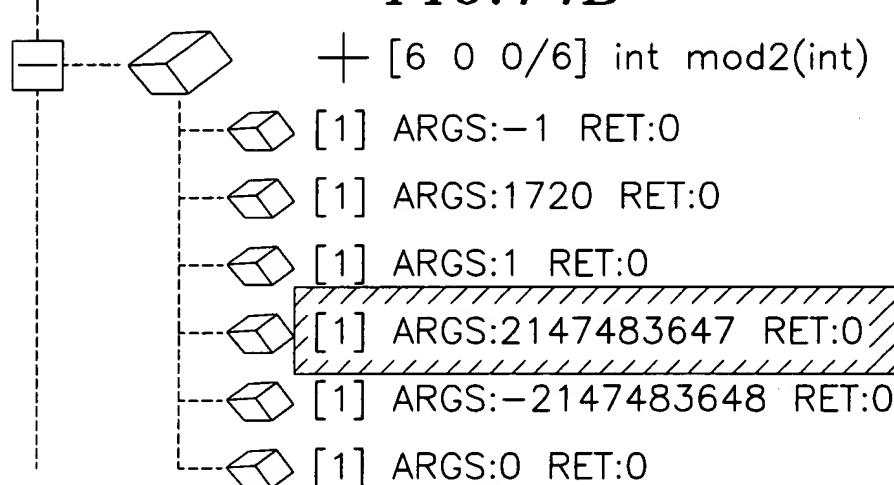


FIG. 14C

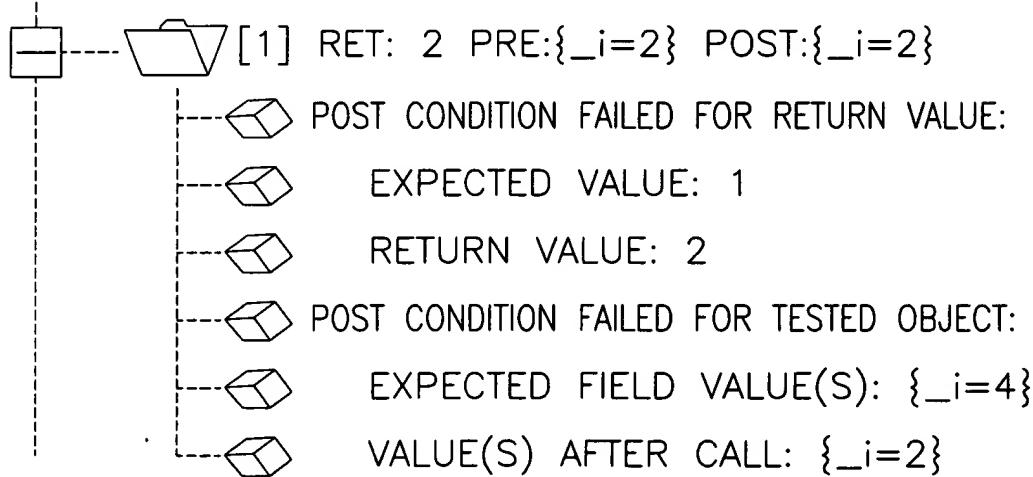


FIG. 14D

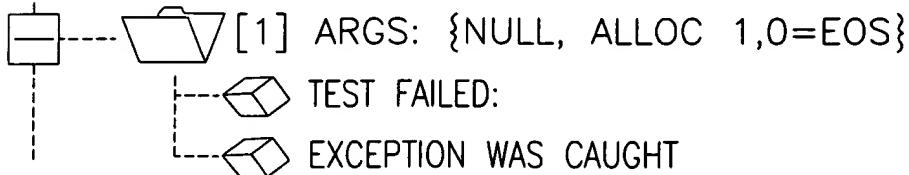


FIG. 14E

